

BLINDED

You can't see, which means your targets have total concealment against you.

You take a -10 penalty to Perception checks.

You grant combat advantage.

You can't flank.



Granting Combat Advantage
Cannot Flank Enemies

WEAKENED

Your attacks deal half damage.

Ongoing damage and damage that is not generated by an attack roll are not affected.



Granting Combat Advantage
Cannot Flank Enemies
Allowed ONE Action

DAZED

You don't get your normal complement of actions on its turn; you can take either a standard, a move, or a minor action. You can still take free actions.

You can't take immediate actions or opportunity actions.

You grant combat advantage.

You can't flank.



DEAFENED

You can't hear a thing.

You take a -10 penalty to Perception checks.



DOMINATED

You can't take actions voluntarily. Instead the dominating creature chooses a single action for you to take on your turn: a standard, a move, a minor or a free action. The only powers and other game features it can make you use are those that are 'at-will'.

You grant combat advantage.

You can't flank an enemy.



Granting Combat Advantage
Cannot Flank Enemies
Allowed NO Actions

DYING

You are Unconscious:

- You are Helpless:
 - You grant combat advantage.
 - You can be the target of a coup de grace.

You take a -5 penalty to all defences.

You can't take actions.

You fall prone, if possible.

You can't flank.

You are at 0 or negative hit points.

You must make death saving throws.



Granting Combat Advantage
Cannot Flank Enemies
Allowed NO Actions

GRABBED

You are Immobilised:

- You can't move from your space, although you can teleport and can be forced to move by a pull, a push or a slide.
- You can't reposition yourself on the battle grid but you are not paralyzed.

You are no longer grabbed if the grabber is prevented from taking actions, or if you end up outside the range of the grabbing power/effect



HELPLESS

You grant combat advantage.

You can be the target of a coup de grace.

Usually if you are Helpless but not Unconscious you are considered firmly bound.



Granting Combat Advantage
Cannot Flank Enemies

IMMOBILISED

You can't move from your space, although you can teleport and can be forced to move by a pull, a push or a slide.

You can't reposition yourself on the battle grid but you are not paralyzed. You can still stand up when your prone, pull an item from a backpack, or attack normally.

